

Blackjack's Weapons

Branson Hagerty (Blackjack's Shadowrun Page <http://shadowrun.html.com/users/blackjack/>) Posted June 17, 1996

Smartbullet



Type: Special
Concealability: 3
Ammo: 6 (c)
Mode: SS
Damage: 12D
Weight: 4
Cost: 75,000
Ammunition Cost: 100 x Intelligence (Max of 5) (per round)

Nobody gets away from the Smartbullet. Its thermo sensors lock onto the individual heat pattern of the target, programs the mini missile, and then fires with a pull of the trigger. Guaranteed to send them running.....but not far.

>>>>[Can you shoot this thing at a vehicle?]<<<<<

-Sloppy (03:32:12/05-10-56)

>>>>[Nope. Soft targets only. The Thermo sensor picks up on the complex heat signature of an organic being. To it all engine blocks look alike. Heard they're working on one, though.]<<<<<

-VerDun (02:12:56/05-11-56)

>>>>[Swell.]<<<<<

-Rigger Boy (10:51:42/05-11-56)

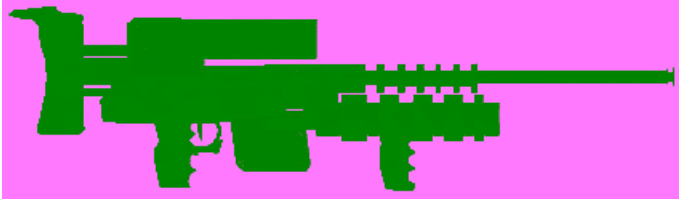
>>>>[So if it works off of Thermo then anti therm grenades will mess it up, right? Oh, answered my own question.]<<<<<

- Sloppy (23:10:44/05-20-54)

NOTES: Incompatible with all accessories, including smartgun links. Mag scopes and vision also provide no benefits. Base target to hit is 10 - the unmodified body of the target (minimum of 1) + 1 per 10 meters of distance from target + Normal movement modifiers. Roll firearms plus ammo intelligence to determine success. If to hit roll is successful the target is considered to be acquired and the gun fires. The attacker then rolls the intelligence of the projectile with a target of 10 - Targets unmodified body. If this roll is successful, the round This can continue until the projectile covers an estimated distance of 100 meters (i.e. it runs out of "gas") or encounters a barrier. Movement modifiers accumulate from action to action.

Any time the projectile makes contact with target they may not use their combat pool to help resist damage. Use impact instead of ballistic armor when calculating damage from this weapon. Add target modifiers for thermo interference if appropriate.

Iron Laser



Type: Assault

Concealability: NA

Ammo: 80 (c) 4 (c) (grenade launcher)

Mode: Special

Damage: 4L

Weight: 6.5

Cost: 55,000

Ammunition Cost: 500 per 80 round clip

State of the art recoil compensation technology combines with massive firing volume to create the ultimate anti body armor assault rifle. The problem with normal rifles is that the bullets spread across the target, never hitting one place enough times to punch through armor. The Laser, however, fires its stream of projectiles fast enough to nail the same location repeatedly, punching through the protection like a hot knitting needle through butter. Integral smartgun and grenade launcher with range finder link included.

>>>>>[Let's face it, using this thing on street gangs is a waste of money, this baby's been put on earth to rack military and security armor. You know why they got that armor on, don't you? They can't stand getting hurt. Not even one little bit. When you punch a hole through their bullet proof womb they'll cry like the little wussy babies they are.]<<<<<<

-Kaboom Kenny (15:33:27/03-23-56)

>>>>>[The Laser fires so damn fast that you can't even hear the crack of individual bullets, it just sounds like a metallic whine. That combined with the fact that you can't feel any recoil makes this thing seem kinda eerie.]<<<<<<

-Prattle (08:17:46/04-04-56)

>>>>>[You wanna hear eerie? Fired it once at a merc wearing heavy military grade. After the smoke cleared all I could see was this teeny, tiny little hole in his armor. A second later it started spurting blood. Had trouble sleeping that night.]<<<<<<

-Josie (04:41:26/04-07-56)

>>>>>[Funny thing is that it rarely seems to hurt anyone all that badly. The bullets are so small that they do little more than poke a hole though the target unless they puncture something important on the way. It

also sucks against vehicles cuz although you might get through the slabs of steel covering it, the rounds tend to miss anything important.]<<<<<<

-Six Pack (22:51:31/04-13-56)

NOTES: Fires only in bursts of 20 with no recoil penalty. Power increases normally but staging will not rise above M unless it is determined the head or a vital organ was hit. Will only accept custom made ammunition which can not be explosive, APDS, etc. Accepts no accessories. Weapon requires a full turn to reset its recoil compensation mechanisms. Clips cannot be reloaded.

Fat Boy



Type: SMG

Concealability: 3

Ammo: 16 (c)

Mode: SA/BF/FA

Damage: 8S (stun)

Weight: 4

Cost: 15,000

Ammunition Cost: 150 per 10 rounds

Need them alive but need them out? The Fat Boy is the gun for the job. With the ability to fire large bore stun rounds at a rapid pace it's no trick to render even the largest target unconscious. Includes smartgun link, gas vent 2, and a custom sound suppressor.

>>>>>[Too big, too unwieldy, too hard to get a hold of ammo. I give it a five turd rating on the shittiness scale.]<<<<<<

-Prattle (01:22:43/05-12-56)

>>>>>[It's like a mutant assault shotgun inbred with an SMG. The Fat Boy's only saving grace is the funny "bubba-bubba-bubba" sound it makes with the suppressor on. Oh, I get it: Fat Boy. Huh.Funny...]<<<<<<

-Sharon Cell (23:43:15/05-21/56)

NOTES: Recoil is not doubled. Requires special ammunition.